

Family and Consumer Sciences**Course: Interior Design****Course Code # 5626****½ to 1 Credits**

- ½ credit includes standards 1 – 4
- 1 credit includes standards 1 – 6

Student:	
Grade:	
Teacher:	
School:	
Number of Competencies in Course: ½ credit = 15, 1 credit = 24	
School Year:	Number of Competencies Mastered:
Term: Fall Spring	Percent of Competencies Mastered:

Standard 1.0 Demonstrate leadership, citizenship and teamwork skills required for success in the family, workplace and community.

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
1.1	Plan and implement interior design related projects and activities using the Family, Career and Community Leaders of America (FCCLA) planning process.			
1.2	Apply and practice leadership, citizenship and teamwork skills in the housing and interior design classroom.			

Standard 2.0 Explore the fundamentals of interior design.

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
2.1	Evaluate the impact of interior design trends and forecasting.			
2.2	Research the role of leading designers in determining design trends.			
2.3	Identify and utilize interior design terms in class activities and projects.			
2.4	Practice professional lettering, labeling and mounting techniques.			

Standard 3.0 Apply knowledge, skills and principles of design to residential and nonresidential interior environments.

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
3.1	Illustrate the elements and principles of design to the selection and arrangement of interiors, furnishings and accessories.			
3.2	Evaluate and interpret floor plans in relation to activities and needs.			
3.3	Discuss architectural history and identify selected architectural styles and features.			
3.4	Identify distinguishing features of selected furniture styles and characteristics of quality furniture.			
3.5	Evaluate guidelines for selecting various types of floors, wall and window treatments, upholstery and bedding.			
3.6	Research characteristics, use and care of various household textiles used in window treatments, upholstery and bedding.			
3.7	Evaluate the design and function of interior space, including adaptations for universal design.			

Standard 4.0 Explore career pathways within the interior design industry.

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
4.1	Examine career options related to the interior design industry.			
4.2	Determine employment and entrepreneurial opportunities and education requirements in the housing and interior design industries.			

Standard 5.0 Use resources effectively when developing functional and pleasing interior environments.

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
5.1	Evaluate and apply sustainable (green) design principles in housing and urban design.			
5.2	Determine techniques, materials and technology applications that can be used in housing to conserve energy and other resources.			
5.3	Examine the role of government in establishing laws, regulations and building codes.			

Standard 6.0 Demonstrate professional and marketing skills for the interior design industry.

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
6.1	Analyze messages communicated through personal appearance and professional behavior.			
6.2	Design a presentation board for one or more interior spaces.			
6.3	Prepare and present an accurate oral or written description of the presentation board.			
6.4	Describe the effect of professional networking and professional organizations for the designer.			
6.5	Understand the process of developing a project budget, creating a bid, establishing fees and time management.			
6.6	Describe functions of the marketing process as they contribute to the successful operation of an interior design business.			

Additional comments:



ED 3040-90